WHAT IS CLAIMED IS:

1. A virtual reality presentation method comprising:

    capturing motion of a user;

    capturing audio of the user;

    transforming the audio of the user into a different

    entity; and

    animating a character with the motion and

    transformed audio in real-time.

2. The method of claim 1 further comprising displaying

the animated character on an output device.

3. The method of claim 1 in which capturing motion

comprises:

    attaching multiple motion tracking sensors to areas

of the user to track the user's movements; and

    transmitting signals representing the movements from

the sensors to a computer system.

4. The method of claim 1 in which capturing audio

comprises attaching a microphone to the user.

5. The method of claim 4 in which the microphone is a

wireless microphone.

12

1   6.   The method of claim 1 in which transforming the

2   audio comprises:

3   altering pitch characteristics of the audio of the user.

1   7.   The method of claim 1 in which animating comprises:

2   applying the motion to a three dimensional (3-D)

3   model; and

4   combining the transformed audio to the 3-D model.

1   8.   The method of claim 1 in which transforming the

2   audio comprises:

3   transforming the audio into the different entity

4   that is of the opposite gender.

1   9.   A presentation method comprising:

2   generating a three-dimensional (3-D) model of a

3   character;

4   capturing motion of a user in real-time;

5   capturing audio of the user in real-time;

6   modifying a gender of the audio of the user; and

7   animating the 3-D model with the motion and modified

8   audio of the user in real-time.

1   10.   The method of claim 9 further comprising displaying

2   the animated 3-D model on an output device.

1   11.   The method of claim 9 in which capturing motion

2   comprises:

3   attaching multiple motion tracking sensors to areas

4   of the user to track the user's movements; and

5   transmitting magnetic fields representing the

6   movements from the sensors to a computer system.

1   12.   The method of claim 9 in which capturing audio

   comprises attaching a microphone to the user.

1   13.   The method of claim 12 in which the microphone is a

2   wireless microphone.

1   14.   The method of claim 9 in which modifying comprises

2   altering pitch characteristics of the audio of the user.

1   15.   A presentation system comprising:

2   a motion tracking device connected to a user;

3   an audio receiving device connected to the user;

4   an audio receiver/converter to transform the audio

5   into audio of a different gender to that of the user; and

6   a system to produce an animated three-dimensional

7   character from the motion and converted audio.

1   16.   The system of claim 15 further comprising an output

2   device.

1   17.   The system of claim 15 in which the motion tracking

2   device comprises:

3   a set of interconnected sensors affixed to the user;

4   and

5   a transmitting device for receiving signals from the

6   sensors and sending them to a computer system.

1   18.   The system of claim 15 in which the audio receiving

2   device is a microphone.

1   19.   The system of claim 18 in which the microphone is a

2   wireless microphone.

1   20.   The system of claim 15 in which the audio

2   receiver/converter comprises an audio effects digital signal

3   processor.

1   21.   A computer program product for producing a virtual

2   reality presentation, the product residing on a computer

3   readable medium having instructions stored thereon which, when

4   executed by the processor, cause the processor to:

5   capture motion of a user;

6   capture audio of the user;

7   transform the audio of the user into audio of an opposite

8   gender to that of the user; and

9   animate a character with the motion and transformed audio

10 in real-time to render a virtual reality presentation on an

11 output device.

1   22. A computer program product for producing a virtual

2   reality presentation, the product residing on a computer

3   readable medium having instructions stored thereon which, when

4   executed by the processor, cause the processor to:

5   generate a three-dimensional (3-D) model of a character;

6   capture motion of a user in real-time;

7   capture audio of the user in real-time;

8   modify a gender of the audio opposite to that of the

9   user; and

10 animate the 3-D model with the motion and modified audio

11 of the user in real-time to render a virtual reality

12 presentation on.

1   23. A presentation method comprising:

2   detecting motion of a user;

3   detecting audio of the user;

4   altering the audio of the user;

5   synchronizing the motion of the user to an animated

6   character; and

7   synchronizing the altered audio of the user to the

8   animated character.

16

1   24.   The method of claim 23 in which detecting motion

2   comprises:

3   receiving signals representing motions from sensors

4   attached to the user; and

5   processing the signals in a computer system.

1   25.   The method of claim 23 in which detecting audio

2   comprises:

3   receiving audio signals from a microphone attached to the

4   user.

1   26.   The method of claim 23 in which altering the audio

2   comprises:

3   modifying a fundamental frequency of the audio.

1   27.   The method of claim 23 further comprising:

2   displaying the animated character on an output device.

1   28.   The method of claim 27 in which the output device is

2   a projector.

1   29.   The method of claim 27 in which the output device is

2   a flat panel plasma monitor.

1   30.   The method of claim 27 in which the output device is

2   a multi-scan presentation monitor.

1   31.   The method of claim 27 in which the output device is

2   an electronic white board.

1   32.   The method of claim 27 in which the output device is

2   a projection screen.